Vincent Vitiello
Software Engineer

Experience

2022 - 2024
Software Engineer for Wells Fargo
- Maintained software products including applications and databases. My focus was on extract-transform-load (ETL) work that includes developing internal Python applications using Django and Luigi frameworks to handle transferring large amounts of data from one database to another
- Scheduled ETL jobs and fixtures using Autosys so that each ETL would run on a specific schedule laid out by stakeholders
- Designed and developed UI's using APEX, Oracle and setting up materialized views for each page developed
- Worked in Oracle databases to create both tables and views to load the data into delivered from the ETL process
- Led Agile based Scrum meetings within my team that focused on Sprint planning and the future efforts of each developer on the team

2020 – 2022
Software Engineer for Tata Consultancy Service
- Assigned to work for Morgan Stanley through Tata Consultancy Service as a Full Stack Developer
- Developed and managed in-house web app using Node, Angular, and HTML/CSS that allowed Business and Operations to manage and view licenses status, boosting yearly revenue by 47%
- Built RESTful APIs that served data to the JavaScript front-end based on user inputs
- Constructed the logic for a multistep form in Angular that saves all input data at each step, which improved the user experience and productivity of the application
- Collaborated with an agile team of 10, and helped prioritize and scope feature requests to ensure that the biggest impact features were worked on initially
- Tested applications for bugs and operating speed, increasing efficiency by 15% Maintained 6+ applications as Tier 2 support (break-fix and data changes)

Education

2016 – 2020
B.S. Computer Science and Mathematics
Macaulay Honors College

Skills

- Python (Django, Flask)
- C#
- Java
- Angular
- JavaScript (TypeScript)
- HTML/CSS
- SQL
- Oracle (Apex, PL/SQL)
- Agile
- Jira

Contact

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Vsquaredcoding.com

Certifications

- Microsoft AZ-900 Cloud Certification - 2023

2019 – 2019
Software Engineer Intern for Geopipe
- Partnered with a developer to implement the company's product into a game environment using Unity that was used as a demo
- Developed a game using Unity3D and C# that shows off the company's product and its diverse capabilities
- Updated the rendering software used to render the 3D environment to create a lifelike appearance to the renderings

Projects

ProtectSI
Creator
April 2020
- Built a full-stack web app to allow users to see and enter crowd sourced data from COVID-19 victims and others who may have been in contact with the virus.
- Utilized MongoDB to save the data entered in a form by the user, displayed in an embedded Google Maps display on a UI at the location the user entered.
- Used JavaScript, MQL, HTML/CSS

Guardian
Creator
May 2019
- Utilized Watson Tone Analyzer to analyze the mood of social media posts to check for suicidal behaviors in speech.
- An algorithm using cloud-based AI was created to tackle the rising suicide rate of veterans.
- Awarded 1st Place in the CUNY IBM Case Competition in 2019 for this project.

Synthia
Developer
May 2018
- Utilized Node.js and IBM Watson technologies to develop a way for people to fill out the United States Census via text message.
- Awarded 3rd place in the CUNY IBM Case Competition

Buzz
Developer
May 2018
- Worked with developers to create an augmented reality experience that encouraged exercise and movement.
- Utilized Unity3D, Vuforia, and Blender to create an augmented reality environment, accessible on phones.
- Awarded Google MVP for the most innovative and creative project at a Hackathon.